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Applicant: Anthony J. Baerlocher
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Title: GAMING DEVICE HAVING A MULTIPLE SELECTABLE INDICATOR
GAME
Art Unit: 3711
Examiner: Matthew D. Hoel
Docket No.: 0112300-1411

PROPOSED AMENDED CLAIMS

Claim 28 (currently amended): A gaming device comprising:

a plurality of award indicators including a plurality of first award symbols and a plurality of second award symbols;

a plurality of first activatable symbol indicators positioned adjacent to the first award symbols of ~~each of~~ said award indicators;

a plurality of second activatable symbol indicators positioned adjacent to the second award symbols of ~~each of~~ said award indicators, wherein the first and second symbol indicators are movable relative to the award indicator;

a plurality of first awards associated with said first award symbols ~~for at least one of said award indicators;~~

a plurality of second awards associated with said second award symbols ~~for at least one of said award indicators;~~

~~a selection display having a plurality of player selectable first inputs and a plurality of player selectable second inputs, wherein the first inputs correspond to the first symbol indicators and the second inputs correspond to the second symbol indicators; and~~

a processor configured to:

(a) enable a player to select at least one of the ~~first inputs to pick at least one of the first~~ symbol indicators ~~associated with at least one of said award indicators to activate said picked first symbol indicator,~~

(b) enable the player to select at least one of the ~~second inputs to pick at least one of the second~~ symbol indicators ~~associated with at least one of said award indicators to activate said picked second symbol indicator,~~

(c) cause any activated first symbol indicators to indicate the first award symbols,

(d) cause any activated second symbol indicators to indicate the second award symbols, and

(e) provide a total award to a player based on the first and second awards associated with the indicated first and second award symbols.

Claim 72 (currently amended): A method of operating a gaming device, said method comprising:

(a) displaying an award indicator including a plurality of first award symbols and a plurality of second award symbols to a player, wherein a plurality of first awards are associated with the first award symbols and a plurality of second awards are associated with the second award symbols;

(b) enabling the player to pick a plurality of first symbol indicators positioned adjacent to the first award symbols ~~by picking a plurality of first inputs on a selection display which correspond to the first symbol indicators on the award indicator;~~

(c) enabling the player to pick a plurality of second symbol indicators positioned adjacent to the second award symbols ~~by picking a plurality of second inputs on the selection display which correspond to the second symbol indicators on the award indicator;~~

(d) activating the picked first and second symbol indicators;

(e) moving the activated first and second symbol indicators relative to the award indicator;

~~(e)~~(f) indicating the first award symbols with the activated first symbol indicators;

~~(f)~~(g) indicating the second award symbols with the activated second symbol indicators; and

~~(g)~~(h) providing a total award to the player based on the first and second awards associated with the indicated first and second award symbols on the award indicator.

Claim 94 (currently amended): A gaming device comprising:

an award indicator including a plurality of first award symbols and a plurality of second award symbols, wherein the first award symbols and the second award symbols are related;

a plurality of first awards associated with said first award symbols;

a plurality of second awards associated with said second award symbols;

a plurality of first activatable symbol indicators associated with the first award symbols;

a plurality of second activatable symbol indicators associated with the second award symbols;

an average expected award based on the first and second awards associated with at least one indicated first award symbol and at least one indicated second award symbol, wherein the first and second award symbols are positioned in a predetermined arrangement on the award indicator so that ~~the average expected award is approximately the same; and~~ each of the first award symbols of the award indicator is configured to be indicated in combination with one of the second award symbols from a predetermined group of the second award symbols associated with that first award symbol such that the average expected award is approximately the same for each indication of that first award symbol; and

a processor configured to:

(a) enable a player to pick one of the first symbol indicators to activate said picked first symbol indicator,

(b) enable the player to pick one of the second symbol indicators to activate said picked second symbol indicator,

(c) cause said activated first symbol indicator to indicate one of the first award symbols ~~on~~ of the award indicator,

(d) cause said activated second symbol indicator to indicate one of the second award symbols from the predetermined group of second award symbols associated with the indicated first award symbol ~~of the award indicator~~, and

(e) provide a total award to a player based on the first and second awards associated with the indicated first and second award symbols.

Claim 95 (currently amended): A gaming device comprising:

an award indicator including a plurality of first award symbols and a plurality of second award symbols, wherein the first award symbols and the second award symbols are related;

a plurality of first awards associated with said first award symbols;

a plurality of second awards associated with said second award symbols;

a plurality of first activatable symbol indicators associated with the first award symbols;

a plurality of second activatable symbol indicators associated with the second award symbols;

an average expected award based on the first and second awards associated with at least one indicated first award symbol and at least one indicated second award symbol, wherein the first and second ~~awards~~ award symbols are arranged on the award indicator so that each of the first award symbols of the award indicator is configured to be indicated in combination with one of the second award symbols from a predetermined group of the second award symbols associated with that first award symbol such that the average expected award is different in ~~for~~ each indication of the indicated first and second award symbols ~~symbol~~; and

a processor configured to:

(a) enable a player to pick one of the first symbol indicators to activate said picked first symbol indicator,

(b) enable the player to pick one of the second symbol indicators to activate said picked second symbol indicator,

(c) cause said activated first symbol indicator to indicate one of the first award symbols on the award indicator,

(d) cause said activated second symbol indicator to indicate one of the second award symbols from the predetermined group of second award symbols associated with the indicated first award symbol~~of the award indicator~~, and

(e) provide a total award to a player based on the first and second awards associated with the indicated first and second award symbols.

Claim 96 (currently amended): A gaming device comprising:

an award indicator including a plurality of first award symbols and a plurality of second award symbols wherein the first award symbols and the second award symbols are related;

a plurality of first awards associated with said first award symbols;

a plurality of second awards associated with said second award symbols;

a plurality of first activatable symbol indicators associated with the first award symbols;

a plurality of second activatable symbol indicators associated with the second award symbols;

an average expected award based on the first and second awards associated with at least one indicated first award symbol and at least one indicated second award symbol, wherein the first and second awards award symbols are arranged on the award indicator so that each of the first award symbols of the award indicator is configured to be indicated in combination with one of the second award symbols from a predetermined group of the second award symbols associated with that first award symbol such that the average expected award is different in a plurality of indications of the first and second award symbols; and

a processor configured to:

(a) enable a player to pick one of the first symbol indicators to activate said picked first symbol indicator,

(b) enable the player to pick one of the second symbol indicators to activate said picked second symbol indicator,

(c) cause said activated first symbol indicator to indicate one of the first award symbols on the award indicator,

(d) cause said activated second symbol indicator to indicate one of the second award symbols ~~of the award indicator from the predetermined group of second~~ award symbols associated with the indicated first award symbol, and

(e) provide a total award to a player based on the first and second awards associated with the indicated first and second award symbols.